

F16-2

110 F16 4 OF 16.3

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OF 16.3

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OF 16.3 160 F16.5 F16.5

Prior Art Virtual Object 800

visible appearance elements 810 centroid 815 bounding box 820

height 822 width 824 depth 826

function and behavioral aspects 830 an absolute position 840

Fig. 7

Virtual Object (with relative positioning mechanism) 900

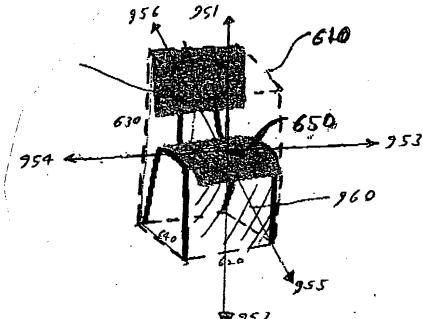
visible appearance elements 910 preselected position 915 bounding box 920

height 922 width 924 depth 926

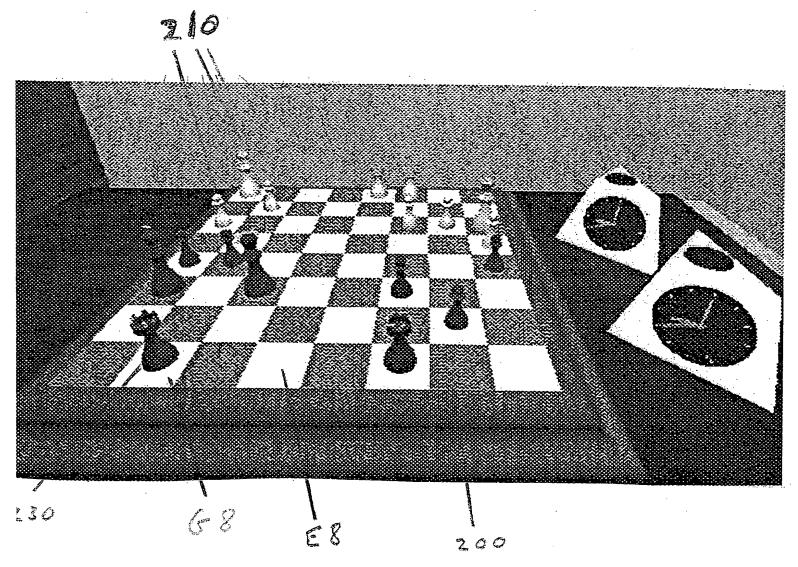
function and behavioral aspects 930 absolute position 940 relative positioning mechanism 950



Fig. 9

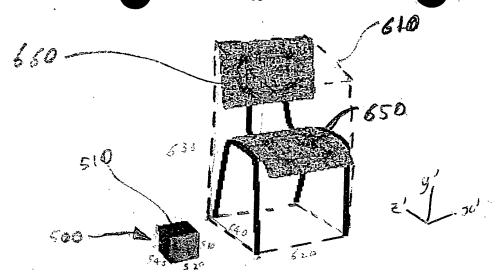


Right of_ Bbol Bol Fig 10/as Forwards of Parios Poution o 1 F 106) BB02 BB01 Right 02 Formed, 02. Fig 10(c)



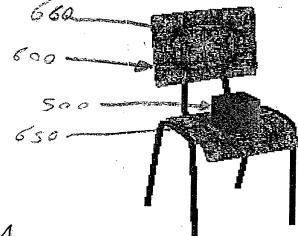
APPROXIMATE OBJECTS AS BOUNDING BOX STEP 1 SELECT PRIMARY OBJECT STEP 2 MOVE PRIMARY OBJECT (OPTIONAL) STEP 3 ASSOCIATE PRIMARY OBJECT WITH SECONDARY OBJECT STEP 4 DOCK PRIMARY OBJECT IN SELECTED LOCATION WITH RESPECT TO SECONDARY OBJECT STEP 5

FIGURE 12

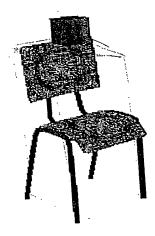


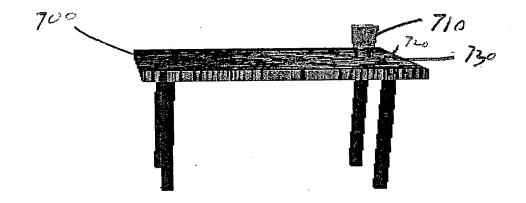
F16-13

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F16.14





F16-16

11 CLIENT (BLACK) SERVER 50 DAGEZO40.OSESO1 SDB PERMISSIONS IT BLACK'S TURNI SELECT ED OBJECT A BLACK CHESSMAN? NETWORK 25

